



Richard Garriott

@RichardGarriott

...

Ultima IV, great as I believe it was, was a bit two dimensional, too easy to see the good and bad. I'd add more shades".

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Mike From Woburn @MikeFromWoburn · 20 nov. 2020

En respuesta a @RichardGarriott y @ultimadragons

If you had the space at the time, what would be the one thing you would put back into say Ultima 4?

2:11 a. m. · 21 nov. 2020 de Manhattan, NY · Twitter for iPhone

3 Retweets 75 Me gusta



Owen Moogan @owenmoogan · 21 nov. 2020

...

En respuesta a @RichardGarriott

Do you think that was an outcome of the medium when you were creating with it or story choices?



Richard Garriott

@RichardGarriott · 21 nov. 2020

...

Tackling a game of ethical parables, was a huge challenge. A revisit could be more "artfully" done.



Personas relevantes



Richard Garriott

@RichardGarriott

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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



Mike From Woburn

@MikeFromWoburn

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Professional loudmouth. Amateur know it all. Formerly from Attleboro. All opinions here are my own unless anyone wants to take the rap for me.



-===(UDIC)==-

@ultimadragons

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